

Huntsville Atari™ Users Group



Alabama
In The
And The
Beautiful
Tennessee Valley

* NOTICE TO ALL *
* HAUG MEMBERS *

The following list of names are the individuals in the club that are keeping you from having access to the disk library volumes that you want. Because of their lack of responsibility to the other club members to return disk library volumes that they check-out, you have to suffer. If you have any knowledge of the whereabouts of these people or can contact them, please inform them of the need to return the club's property.

NOTE: This list does not include individuals that are only one month late. One month may be excused, but not two to twelve months.

NAME	:	VOLUME	:	MONTHS
	:	NUMBER	:	LATE
William Troy		01		12
Anthony Browning		28		12
Theo Kimber	Missing Links			7
Trenton Compton	905/906			7
	929/930			7
	935/936			7
	941/942			7
Russell Rodgers	933/934			9

P.S. As of the August HAUG meeting, seven people have a total of fourteen volumes one month late. Let's hope they are not on the above LATE LIST next month.

FROM YOUR EDITOR

The change to the by-laws passed at the last meeting. Now dues are \$12 per year, effective with the end of month in

which you join. If you do not renew in December of this year, you will not get the January newsletter or have any club privileges as of 1 January 88. If you rejoin in January, you will be a new member, with a January 89 ending date. Full club privileges would then be 1 February 88 through 31 January 89.

The turn-out for the August ST-SIG meeting was almost as large as the general (8-bit) meeting. I did not know there were that many ST members! Lotus 1-2-3 and Word Star were demo'd under PC-DITTO. Both worked OK but were SLOW. The best use would be to do your work with an ST program and then use the IBM programs to get the file formatted or transferred to an IBM formatted disk for your IBM at work, if necessary. It is also an excellent system to use to learn how to run your work IBM programs at home so you can do better at work, or in a pinch use the IBM program if you don't have an ST program that will do the job. If you shop around, you should be able to get PC-DITTO plus PC or MS-DOS for well under \$150.

(From USA Today) Atari Corp. Chairman Jack Tramiel told the Reuter news service his proposed \$67 million purchase of electronic retailer Federated Group Inc.; which owns 67 stores in Kansas, California, Arizona, Texas and New Mexico; is only the first step in a plan to become an integrated consumer electronics Company. Next step: Purchase of a semiconductor plant. His goal: To compete in all areas of consumer electronics, from TVs to personal computers - "everything that uses microprocessors."

(From Kent Irwin of STATUS) It is reported that Atari is making tremendous profits from their dedicated game machines and being a for profit corporation their primary manufacturing emphasis is going to be on what nets them the most income. With only one manufacturing site in Taiwan it's not difficult to imagine the potential production bottlenecks that could be encountered with trying to bring several new products to market while still cranking out existing money makers. When a bottleneck occurs, you clear it out and concentrate on what you know will sell and make money and worry about the rest later. Profit is and always shall be the very bottom-most of bottom lines. The

light at the end of the tunnel is provided by the fact that the "new" Atari is staging a comeback and starting to reap some handsome profits under the guidance of the Tramiel dynasty.

Philips has announced the development an optical disk that can be written to and read many times, just like a magnetic disk. It uses a HOT laser for writing and a COLD laser for reading. Per Computer Chronicals July 25.

There is a lot of information and programs for the 8-bit computers on the BBSs. Cost of a 300 baud modem is little more then a one year subscription to an Atari mag and it will give you access to lots of info you will not find in the mags, disk library, or the newsletter, such as reviews and product info.

A lot of new equipment is held up by slow delivery of a single chip. This has been a bad problem for Atari for a long time and is why they are trying to get access to their own chip source.

There is a lot of information in other newsletters, but I am not going to type it into this newsletter as I just don't have that much time. I will write about those things that interest me and disk copy other things from BBS downloads. We really do need an 8-bit editor, like real bad! I get the exchange news letters and could make them available to him/her weekly. Then between the 8 and 16-bit meetings get me a 14 to 18K file of 8-bit info. I think this would improve the newsletter very much.

We also need someone to post free monthly meeting notices in local papers and on TV, both regular stations and cable. I sometimes call the Redstone Rocket. Takes five minutes once a month and each entry gets us an average of two new members. The more members, the more the club can do for its members. Lets face it guys and gals, this is YOUR club and if YOU don't help it grow and improve, it will dry-up and YOU will be left with little if any support in Huntsville for your Atari. Those 12 or so of us who have been doing 90% of the work and spending a good bit of money out of our own pockets in support of the club for the last several years, just can't keep the club running by ourselves for much longer. If you are one of those who are not happy with the way the club is

run, then maybe it is because you are not doing anything to make the club be what you would like it to be. Think about it! Lack of regular member input is resulting in my loosing much of my interest in doing the newsletter. I have already stopped bringing in my equipment to every meeting to do disk copying as it just got to be to much for me and has taken years of life out of way over \$1000 worth of 1050 drives, printers and other 8 and 16-bit personal equipment. I am not the only one in this boat. One thing I have noted this past year is the lack of people volunteering to put on programs for the group. I bet that two of every three people in the club have something to demo that others would be interested in seeing and learning about.

The board had a meeting on 22 August and voted to complete the 8-bit maintenance documentation and equipment line. When this is completed, the club will be able to help members solve most any 8-bit Atari equipment problem. Sometime next year the board hopes the money will be there to do the same thing for the ST members.

1K BLOCK (Y-MODEM) for FLASH X-MODEM by Lamarr Kelley

When using FLASH (from ANTIC magazine, and every ST modem owner should have this program!) you can do Y-modem uploads and downloads. It's not exactly documented, at least I haven't found it yet, but here's what to do. Go to the buffer side of the program and select EDIT from the top bar/menu. Then select "Xmodem parameters" to edit. Set CRC, 1K block, loose timing, and control-Z for the pad last block. The CRC, 1K, and loose timing are the most important settings (the timing if connected to a slow system, such as CIS or while using PC-Pursuit). Simply save this in the configuration file so it'll be permanent. The next time you are transferring files to a board, select Y-modem protocol on the BBS, and tell FLASH to do an XMODEM transfer. It appears that the block size is the only difference between the two protocols. With Y-modem transfers, an entire 1K block is sent instead of the 128 byte block with x-modem. This means 7 fewer acknowledgements between the two computers for each block sent by Y-modem. This is very noticeable on PC-Pursuit,

which shows a 1 second delay between each "ack", on the average.

MICROMOD
by J. J. Moniz, Treasurer - HAUG

(The following is the part of the text of a letter J. J. wrote to ANALOG. It was published in the June 87 issue and J. J. felt that those of you who don't get ANALOG would be interested. ED HAUG)

My purpose for this letter is three-fold:

1. To give plaudits to MICROMOD-Turbobase software
2. To attest to the "business" power of the ATARI computer (130XE)
3. To encourage future "support" of 8 Bit computers

ATARI suffers a reputation of a "TOY", Something for the kids to play with. Unfortunately, in my geographic area, ATARI is doing very little to change this image. Much to the Huntsville ATARI Users Group (H.A.U.G.) chagrin. Although there are several excellent business application programs on the market ATARI does not appear to capitalize on their existence.

I have many of them in my own library, including SynCalc, SynFile, Syntrend, SynStock, Visicalc, Networth, Family Finances, Peachtrees(G/L, AR, AP), and last but not the least of which is MICROMOD-Turobase.

I believe I can truthfully say I am proficient in all of them. I have been looking for the one "system" that would be capable of "doing it all". A system that could be used by a "small" business. The rational being that most "Mom and Pop" businesses cannot afford the \$10,000 plus price tag for one of the "big guys", or even a clone of one.

Well, I believe I now have just such a system in Turobase.

My first experience with MICROMOD goes back to Sept. 1986 with my purchase of MICROMOD 3.0. I was immediately impressed with the program and equally as dissapointed with the Manual and "bugs". Although the Manual was well written, I felt it was not written for the "general public" - i.e. it assumed too much knowledge on the part of the user.

I contacted Mr. Steve Bolduc and expressed my opinions to him. He was most gracious, receptive and supportive of my comments. My comments must not have been

unique, for shortly thereafter Mr. Bolduc removed Mod 3.0 from the market.

In Feb.'87 I received a copy of MICROMOD-Turbobase Quick Course and Cookbook and a Demo disk of Turbobase. Mr. Bolduc listened well, very well indeed. QCC does everything he claims it will do and then some. Not a manual per say, but a well written "walk-thru" a new user could utilize to set up his books without even looking at the Manual.

On Apr. 9, '87 I received my copy of MICROMOD-Turbobase and the "new" Manual. OUTSTANDING !!!. Mr. Bolduc and his associates have outdid the industry, including the "big guys"

The program does all that he claims it will do and is more than adequate for a small to medium business application - of course depending on the type of business. Certainly suitable for a small clothing store or Electrical Contractor, with a limited inventory. (I am at present using the system to keep the books for a 100 unit condominium)

The Manual is something else again. TERRIFIC !!! Extremely well written, even if at times a little verbose. Definitely written so anyone can understand the instructions.

I feel Mr. Bolduc had gone beyond the "typical" type of manual, in that he not only gives examples of applications, but fully explains the logic behind the method to allow the user to "design" user specific applications. Something not readily available on "off the shelf" programs.

The Manual itself is printed on a good heavy grade of paper to withstand extensive usage and comes in a good heavy duty loose leaf binder. (Unfortunately, they neglected to put their Logo on the binder) Letter size is excellent and easy on the eyes, beats compressed type all the way.

In the support area MICROMOD has no equal. I will not mention who has been non-supportive, as that is not the purpose of this letter. However, I will say on the few occasions I contacted Mr. Bolduc, his response was immediate and POSITIVE. (No excuses.) MICROMOD does live up to its claim of fully supporting their product.

For the record, I have not met Mr. Bolduc, nor am I in any way connected with MICROMOD Systems Inc.

(MicroMiser Software, 1635-A Holden

DOM BY MAIL
By Jim Gross

In response to the requests of several out-of-town readers of the HAUG newsletter, we are making the Disk-of-the-Month volumes available by mail. The cost will be \$5.00 per disk plus \$1.00 to offset our shipping and handling costs.

We plan to make the remainder of the public domain library available by mail as soon as the re-organization of the files is finished.

Disks available at this time include:

TURBO-BASIC -- The public domain BASIC utility from Holland which has taken the Atari world by storm. It is compatible with Atari basic, but runs 3 to 5 times faster and has more than 40 additional commands. The disk also includes a BASIC compiler which will speed things up another 10 to 15 times, demo programs and full documentation.

PRINT SHOP UTILITIES -- This disk is FULL of neat utility programs to enhance Broderbund's popular Print Shop program. Included are programs to print pictures and titles from a Print Shop picture disk, a program to convert PS pictures to Atari DOS format and one to pack a disk full of PS pictures into a single file for storage or modem transmission. The remainder of the disk is filled with nearly 100 new packed PS pictures.

DAISY-DOT -- The unbelievable printer utility by Roy Goldman which makes ANY Epson or Gemini-compatible printer print high-resolution near-letter-quality PROPORTIONAL fonts. Also includes a utility which converts standard Atari fonts into Daisy-Dot format, seven Daisy-Dot fonts and more than 30 Atari fonts.

EASY-FIND -- A must for anyone who has load of back issues of Atari magazines, EasyFind is a specialized data-base program designed to search and retrieve articles from Atari magazines. It was placed in the public domain by Sierra Services and designed to use the magazine indexes available from Sierra. HAUG has a special licensing agreement to distribute these indexes at a substantial savings to our members. Sierra is in the process of offering such agreements to

other Atari user groups.

As you no doubt have noticed, the DOM has not always been a monthly event. A considerable amount of time and effort goes into bringing you the very best of new public domain Atari software and I do not intend to spend this effort every month just to fill up a disk. Future DOMs, when published, will continue to be something truly special in the way of PD software.

DBASIC for the ST
by Levin Soule'

The club recently received twenty 281 page manuals and a master program disk from DTACK Grounded Inc., one of the very first companies to use the 68000 chip in a computer product (under a different name). This is a new (for the ST), very fast interactive basic for the ST. It is available for the ST only, because the ST is the first successful mass-market 68000 machine that will allow booting an alternate operating system. It has been in the works since 1981. DBASIC is 100% non-standard and 100% non-compatible with anything else for the ST. It will communicate with the disk drives and printer only. There are no commands for the serial, MIDI, joystick, or DMA ports. The disk format is non-standard but pushes disk reading and writing speed to the absolute limits. The operating system, DOS, and basic language and editor only take up 65K of RAM! If you have been programming on an 8-bit Atari or a C-64 (uh!), you should not have a lot of trouble learning to program using DBASIC. The commands are more C-64 than Atari. I only wish the ST had the screen editor this basic has. It has most of the good points of the 8-bit and is what I would call a very good 16-bit version of the 8-bit editor. And the people who wrote it have never seen an 8-bit Atari or even know what kind of screen editor it has! In fact this basic is largely what ST basic should have been.

DBASIC does not support random access files, although it does have a way of doing direct sector reads and writes. Every thing is loaded and worked in memory. A one meg machine can hold all 800K of a double sided DBASIC disk and a 520ST can hold all of a single sided 400K disk. If you have a half meg ST, you are almost forced to use SS disks, as a half

meg machine can't copy a 800K disk, because the total disk must be put in memory at one time. It has some graphics commands (no GEM) and can address all of the ST color and resolution modes. There are no sound commands. If you are a basic programmer who wants to learn how to do true 68000 assemble programing, this could be an excellent system to use. It has good hooks to assembly routines and would let you develop the assembly routines in small steps. In this way you could make the ST do anything you wanted it to do. The programs are saved and/or listed to disk in much the same two way as the 8-bit Atari does, and uses sector links as DOS 2.0S or 2.5 on the 8-bits do. No slow File Allocation Table (FAT) on this disk.

DBASIC is claimed to be three to six times faster then any 'C' in floating point math, doing the BYTE CALC benchmark or writing to the screen. It claims to have the most accurate math package going. It does a good overall job of holding its own with all C's, GFA and LDW compiled basics.

If anyone wants a copy, it will cost \$43. However, the club manuals and a legal copyrighted copy of the disk are free (you supply the blank disk) and available to any H.A.U.G. ST member who wants to give it a try. However, if you ask for a manual and then decide you have no use for it, you are expected to return the manual to the club for others to try. It could be very useful if you want to develop a commercial product as it produces tight, fast code, and there are no problems with licensing. DTACK is looking to porting it to the first 68020/68881 machine that will allow an alternate OS. For now they are thinking about porting to the Mac Plus. It is already able to address the 68881 math co-processor. DTACK says that DBASIC is NOT for everyone, but is for folks who like a very, very fast interactive BASIC which has a very accurate math package.

On 27 July and again on 12 August, I received the first updates that corrected some bugs, and added two new programs that allow DBASIC files to be ported to ST TOS disks and back to DBASIC disks. So all of you who got a copy at the ST SIG meeting need to get a new copy. This will allow use of the BBS to exchange files. There are other changes in the works and we are to receive updates from

time to time. It will NEVER be changed to run under GEM! That would kill its speed. Now that there is a way to port files, I may give DBASIC a try in due time. If I converted the club database program to DBASIC, it would take less then 15 seconds to have everything in memory after a cold start, and only five seconds to save all changes at the end of an update. In short it would leave every thing else in its dust when loading or writing. At this time it will not work from an ST formatted hard disk, but if enough people try it and want hard disk support, I expect there will be a way.

Support for DBASIC will be collectively, not individually.

Hint: If you try to write a new program, type in NEW first to clear out any program that might be in memory, or if you just booted, press return on CLEAR. You are in the editor in auto line numbering. There is no need to ever load the editor, as best I can tell. (8 seconds from a cold boot to load the OS, basic and editor, now that is fast! And in 1-meg machine, you have over 917700 bytes of RAM left.)

ZMAG ATARI NEWS UPDATE

The Atari PC is looking likely for later this Summer. The XEP-80 (for the 8-bits) is waiting on one part which turned out to have an incredibly long lead time on orders -- once we have the part we'll turn these around ASAP. The SLM804 Laser Printer is waiting on one final component also, as well as the final version of the software drivers that support it.

New software from Atari includes the first titles in the Arrakis Advantage series of middle-school-level educational programs. There will be 17 in total, of which 4 have hit the stores already and the rest are in various stages of finalization.

Shortly after the SX212 modem hits, we will release an add-on package for 8-bit owners which is to contain an SIO cable and the program SX EXPRESS by Keith Ledbetter, as well as the new handler file. Of course, SX212 owners with the 8-bits can also use it through the 850 interface using existing terminal programs set up for Hayes-compatible modems.

The blitter chip is working and is

in the pre-production Mega ST's mentioned above. The AMY chip is still in development, and may still see the light of day -- some day. AMY is a stubborn beast.

Speaking of stubborn, Microsoft Write is also still in development. Nearly finished now, too, although a few small bugs remain to be expunged.

SHOW NEWS: Atari made history by becoming the first computer manufacturer to exhibit at NAMM, the National Association of Music Merchants show in Chicago. The ST was present throughout the show in virtually every booth where there were MIDI instruments. Atari sales people at the show were besieged by music dealers eager to sign up as Atari dealers. By the time this 4-day event was over, there were literally hundreds of dealer applications waiting to be approved. Before NAMM, Atari had 50 music stores as dealers -- it looks like there will be 250 when the new dealers are selected.

In other news from NAMM, Keyboard magazine announced the results of its latest reader survey. The Atari ST computer has rocketed into the #1 slot in the vital "Intent-to-buy" category ahead of perennial leader Macintosh! The word in Atari HQ is "Today MIDI -- tomorrow, Desktop Publishing!"

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ATARI NEWS UPDATE

(ZMAG-65)

From CompuServe Online Today

Atari Corp. profits are up 39.3 percent and sales are up 16.4 percent in the second quarter.

According to The Associated Press, this puts the Sunnyvale, Calif., computer maker's net income for the quarter at \$13.5 million, or 23 cents a share, compared to \$9.7 million, or 22 cents a share on fewer outstanding shares, a year earlier.

The wire service says sales for the quarter were \$70.7 million compared to \$60.7 million for the same quarter last year.

Looking, then, at the first six

months of this year, net income for Atari was \$28.8 million compared to \$12.4 million, an increase of 132 percent. Sales for the first half were \$135.8 million compared to \$105.6 million for the same period last year, an increase of 28.6 percent. -- Charles Bowen

Atari's new Mega ST computer has been released for sale in Germany and Switzerland. The 2 Mb version of the Mega ST is selling for 3,000 Swiss Francs -- about \$2,000 US -- and the 4 Mb model is an additional 400 Swiss Francs (\$270). This confirmed comments made last month by an Atari executive that release of the new model was imminent.

The Swiss model was released without a "blitter", a newly developed coprocessor chip that acts as a high-speed memory manager. Among other tasks, the blitter is expected to control animation and screen graphics. Some US observers were disappointed that the first machines were manufactured without the coprocessor but Neil Harris, Atari's director of marketing communications, said that he expects US machines to include the blitter.

Commenting on why the Mega ST showed up in Switzerland before the US, Harris told OLT that, "We tend to give first shipments to areas which are being most successful. Right now, the German market is the hottest ST market for us. Since Switzerland is a German-speaking nation, they also received some."

John Feagans, who is working on keyboard development for Atari, told OLT that he had been working with a blitter-equipped ST for more than a month. He also said that blitters for all STs will be available and that "there will be a place to put it." Some potential buyers had been concerned that a socket for the coprocessor would not be assembled into US versions of the ST.

US release of the Atari Mega ST2 and Mega ST4 is anticipated for September. --James Moran

ZMAG SOFTWARE REVIEW THE PRINT SHOP COMPANION - Charles Brown

The Print Shop Companion contains several useful utilities for the main Print Shop program. It has extra pictures, fonts, and borders for use with The Print Shop. When you first use the Companion disk, you must let your Print

Shop disk know that you will be using the features added by The Print Shop Companion. This is accomplished in the set-up routine. The instruction manual just tells you to follow the on-screen prompts to do this set-up. When finished, the new set-up data will be saved to your Print Shop disk and copied to your Companion disk. The Print Shop disk will now recognize the Companion disk. You should put a write protect tab on both your Print Shop and Companion disks.

Like The Print Shop, the Companion disk can be used with either the Joystick, the Koala Pad or the Atari Touch Tablet. The Print Shop Companion has several new features. You access them from the main menu, just as in The Print Shop.

The first selection is the Graphic Editor. I feel that this editor is much better than the one provided with The Print Shop program. It has many more features, such as: a selection of 17 patterns that you can use to fill in different areas of your picture; different "mirror image" effects (as in Atari Artist); flipping of the graphic both horizontally and vertically; a negative feature, which creates an inverse of the graphic. This editor even automatically draws circles, boxes, and ovals for you. I feel that this editor is very useful, and that you will find it to be very helpful.

The next selection from the menu is the Border Editor. You can use it to modify one or more of the 50 borders provided on this disk. You can even load in and modify the borders from the main Print Shop disk, or you can use it to create your very own borders. When this feature is loaded, you will have three different editing boxes. The first box is used to edit the four corners of the border. The second box is used to edit the top and bottom parts of the border, while the third box is used for the sides of the border. This editor uses many of the same features as the graphic editor. With the three editing boxes and all the editing tools, you can really be creative with your borders.

The next feature is a Font Editor. You can use it to modify any of The Print Shop's eight fonts. An additional twelve fonts are provided on the Companion disk as well. You can even create your own.

I haven't really tried this one out, so can't comment on its usefulness. I am sure it has the same features as many of the other font editors you've seen.

The next feature chosen from the main menu is Tile Magic. This feature is very similar to the kaleidoscopes from the screen magic part of The Print Shop. You can browse through the different patterns that are provided. When you see one that you like, you simply hit a key to freeze it on the screen. Then, you can save the pattern to a data disk, or you can go to the graphic editor to modify it. You can use it to create a whole lot of different things for your creations.

The next feature chosen from the main menu is a Creature Maker. In this part you have a choice of different zany creatures to start with. You can change the three parts of a creature's body. They are the Head, the Middle and the Feet. You can exchange all of these parts at will. Once you have made your own creature, you can save it to disk as a graphic, or you can go to the graphic editor and modify it even more.

The last selection from the main menu is the Calendar Maker. You can use this mode to create and print out your very own calendars. You can either make a weekly or monthly calendar. You can put graphics on it. You can use different fonts on it for unique effects. A very nice feature is that you can put your own messages in the daily spots on the calendar; you can put in things like birthdays, anniversaries, appointments or anything you want to remind yourself of. This way, it will be already printed when you do the whole calendar. This is nice for people like me who have poor handwriting (or people like me with poor memories! - Ed). After you have made your calendar, you can print it or save it to disk. It is nice to save it, and then load it back in later to either print or revise it.

As you can see, The Print Shop Companion is a very powerful utility for the main Print Shop program. If you really want to create your own Print Shop icons, I feel that the graphic editor on the Companion disk is far superior to the one on the Print Shop disk. If you are serious about using the The Print Shop program, I'm certain that you will find the Companion disk very helpful.

CLUB OFFICERS

**** NOTICE ****

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 Bulletin Board---Charlie Mueller--772-7103
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Club Supported and Affiliated BBSs

"HAUG" Official Club BBS-----300/1200 baud.
 SysOp-Charlie Mueller---24hrs.----461-STXE
 "Bloom County ST"-----300/1200/2400 baud.
 SysOp-Penguin Opus-----24hrs.----772-8526
 "WRB"-----300/1200 baud.
 SysOp-Bill Batchelor---24hrs.----837-2025

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 Huntsville, AL 35816-3607

NEXT GENERAL

MEETING

7:00 P.M.

Thursday, September 17

SU	MO	TU	WE	TH	FR	SA
1	2	3	4	5		
6	7	8	9	10	11	12
13	14	15	16	17	18	19
20	21	22	23	24	25	26
27	28	29	30			

AT

UNIVERSAL DATA
SYSTEMS

520ST/1040ST SIG

7:00 P.M.

Thursday, September 24

AT

ABAX DATA SYSTEMS

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The opinions expressed herein are those of the individual author and do not necessarily represent, nor reflect, those of H.A.U.G., or its officers, or of any other commercial, or non-commercial organization.

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